

**WHAT IS CLAIMED IS:**

1       1. A virtual reality presentation method comprising:  
2                    capturing motion of a user;  
3                    capturing audio of the user;  
4                    transforming the audio of the user into a different  
5                   entity; and  
6                   animating a character with the motion and  
7                   transformed audio in real-time.

1       2. The method of claim 1 further comprising displaying  
2           the animated character on an output device.

1       3. The method of claim 1 in which capturing motion  
2           comprises:  
3                   attaching multiple motion tracking sensors to areas  
4                   of the user to track the user's movements; and  
5                   transmitting signals representing the movements from  
6                   the sensors to a computer system.

1       4. The method of claim 1 in which capturing audio  
2           comprises attaching a microphone to the user.

1       5. The method of claim 4 in which the microphone is a  
2           wireless microphone.

1       6. The method of claim 1 in which transforming the  
2       audio comprises:  
3               altering pitch characteristics of the audio of the user.

1       7. The method of claim 1 in which animating comprises:  
2               applying the motion to a three dimensional (3-D)  
3       model; and  
4               combining the transformed audio to the 3-D model.

1       8. The method of claim 1 in which transforming the  
2       audio comprises:  
3               transforming the audio into the different entity  
4       that is of the opposite gender.

1       9. A presentation method comprising:  
2               generating a three-dimensional (3-D) model of a  
3       character;  
4               capturing motion of a user in real-time;  
5               capturing audio of the user in real-time;  
6               modifying a gender of the audio of the user; and  
7               animating the 3-D model with the motion and modified  
8       audio of the user in real-time.

1       10. The method of claim 9 further comprising displaying  
2       the animated 3-D model on an output device.

1       11. The method of claim 9 in which capturing motion  
2       comprises:

3               attaching multiple motion tracking sensors to areas  
4       of the user to track the user's movements; and  
5               transmitting magnetic fields representing the  
6       movements from the sensors to a computer system.

1       12. The method of claim 9 in which capturing audio  
2       comprises attaching a microphone to the user.

1       13. The method of claim 12 in which the microphone is a  
2       wireless microphone.

1       14. The method of claim 9 in which modifying comprises  
2       altering pitch characteristics of the audio of the user.

1       15. A presentation system comprising:  
2               a motion tracking device connected to a user;  
3               an audio receiving device connected to the user;  
4               an audio receiver/converter to transform the audio  
5       into audio of a different gender to that of the user; and  
6               a system to produce an animated three-dimensional  
7       character from the motion and converted audio.

1       16. The system of claim 15 further comprising an output  
2       device.

1       17. The system of claim 15 in which the motion tracking  
2       device comprises:

3               a set of interconnected sensors affixed to the user;

4       and

5               a transmitting device for receiving signals from the  
6       sensors and sending them to a computer system.

1       18. The system of claim 15 in which the audio receiving  
2       device is a microphone.

1       19. The system of claim 18 in which the microphone is a  
2       wireless microphone.

1       20. The system of claim 15 in which the audio  
2       receiver/converter comprises an audio effects digital signal  
3       processor.

1       21. A computer program product for producing a virtual  
2       reality presentation, the product residing on a computer  
3       readable medium having instructions stored thereon which, when  
4       executed by the processor, cause the processor to:

5               capture motion of a user;

6               capture audio of the user;

7               transform the audio of the user into audio of an opposite  
8       gender to that of the user; and

9           animate a character with the motion and transformed audio  
10        in real-time to render a virtual reality presentation on an  
11        output device.

1           22. A computer program product for producing a virtual  
2        reality presentation, the product residing on a computer  
3        readable medium having instructions stored thereon which, when  
4        executed by the processor, cause the processor to:  
5           generate a three-dimensional (3-D) model of a character;  
6           capture motion of a user in real-time;  
7           capture audio of the user in real-time;  
8           modify a gender of the audio opposite to that of the  
9        user; and

10          animate the 3-D model with the motion and modified audio  
11        of the user in real-time to render a virtual reality  
12        presentation on.

1           23. A presentation method comprising:  
2           detecting motion of a user;  
3           detecting audio of the user;  
4           altering the audio of the user;  
5           synchronizing the motion of the user to an animated  
6        character; and  
7           synchronizing the altered audio of the user to the  
8        animated character.

1       24. The method of claim 23 in which detecting motion  
2       comprises:

3           receiving signals representing motions from sensors  
4           attached to the user; and  
5           processing the signals in a computer system.

1       25. The method of claim 23 in which detecting audio  
2       comprises:

3           receiving audio signals from a microphone attached to the  
4           user.

1       26. The method of claim 23 in which altering the audio  
2       comprises:

3           modifying a fundamental frequency of the audio.

1       27. The method of claim 23 further comprising:  
2           displaying the animated character on an output device.

1       28. The method of claim 27 in which the output device is  
2       a projector.

1       29. The method of claim 27 in which the output device is  
2       a flat panel plasma monitor.

1       30. The method of claim 27 in which the output device is  
2       a multi-scan presentation monitor.

1           31. The method of claim 27 in which the output device is  
2       an electronic white board.

1           32. The method of claim 27 in which the output device is  
2       a projection screen.